

Taxalot @taxalot · 20 feb. ...
Very curious to hear @RichardGarriott 's opinion about this article : filfre.net/2021/02/ultima...

Richard Garriott @RichardGarriott ...

En respuesta a @taxalot

Yikes! Ultima/Origin had challenges post EA. Biggest was how EA managed studios. Every year we got a new EA middle manager assigned to run the studio. Each tried to kill predecessors ideas and start their own. We flipfopped trying to comply. Then resisted. Then got pushed out.

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11:56 p. m. · 20 feb. 2021 · Twitter Web App

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Highland Arrow @HighlandArrow · 21 feb. ...
En respuesta a @RichardGarriott y @taxalot
This reads like a "I don't like Richard Garriott for some reason" kind of hit piece. Rarely is any one party solely responsible for failures.

Also, hot take: I actually kind of liked Pagan.

Richard Garriott @RichardGarriott · 21 feb. ...
Me too... coulda been even better!

Highland Arrow @HighlandArrow · 21 feb. ...
I found the magic systems really interesting.

Richard Garriott @RichardGarriott · 21 feb. ...
I'm even recasting the ritual magic in my tabletop RPG game I'm playing with my kids. :)

Personas relevantes

Richard Garriott @RichardGarriott [Seguir](#)
Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!

Taxalot @taxalot [Seguir](#)
Droit Fiscal, Moules Frites et autres futilités.